

Ayden Chubbic

<https://github.com/achubbic>

Grad Year: June 2020

I am a graduating science major at the University of California, Santa Cruz. My experience with product design combined with my technical proficiencies allow me to uniquely contribute to any team I am a part of!

RELEVANT EXPERIENCE

UX designer

Social Emotional Technologies lab / Santa Cruz, CA / Jan 2020 - Present

My team and I collaborate to study and design new means of facilitating playful interactions between strangers using technology. My primary responsibilities are to:

- Design and build user-facing iOS applications/handheld hardware, primarily in React.js and C++ respectively
- Conduct user interviews: What are problems users experience with current technology? What features does an ideal platform provide users with? How did you respond to our prototype? What aspects of our design made this platform inaccessible?
- Build applications with with a lay audience in mind, employing design-oriented thinking to consider aspects of the application such as 1) lowering the learning curve necessary to use our platform and 2) producing a platform complex enough that users are incentivized to invest time in learning its ins and outs
- Oversee logistics: organize test groups, writing technical documentation and grant proposals.

Undergraduate Research Assistant

Research Center on Autonomous Systems / Santa Cruz, CA / Sep 2019-Dec 2019

- Contributed to a TensorFlow library which used machine learning algorithms to allow "flocks" of drones to relay changes in wind, pressure, etc. to nearby drones, allowing them to adjust their flight path accordingly.
- The improvements produced 6% improved power consumption and allowed receiving drones to reach their destination more reliably without being blown off course.
- My contributions include scripts designed to throttle the remote flight controller's multithreading to improve response times in lead drones. I used C++ and Golang for this project.

DESIGN TOOLS

JavaScript
Adobe Suite
OmniGraffle
Balsamiq
Maya

UX METHODS

User Research
Interviewing
Prototyping
Surveys
Storyboarding
Usability testing
Contextual Inquiry
Data Visualization

COMMUNITY INVOLVMENT

Discovery Preschool
(2015-present)
Second Harvest
(2016-present)
Kiwanis
(2013-2019)
HourOfCode
(2014-2017)

CONTACT

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TECHNICAL SKILLS

JavaScript, Swift, C++, Python,
Framer, HTML, React, Sketch,
Golang, Flask, Firebase, SQL,
Microsoft Office Suite

INTERPERSONAL SKILLS

Communication, Collaboration,
Prototyping, Interviews,
Surveys, Usability Testing,
Storyboarding, Sketching,
Contextual Inquiry

EDUCATION

Computer Science (BSc), UCSC
Relevant Coursework: Software Design,
Distributed Systems, Design Principles
Tutoring: Distributed Systems, Discrete
Mathematics